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The Publisher, Staff & Editors

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From the Editor's Desk...

Heat Wave- To me, at one time, this was only a song title. Now, it's
a reality. Almost every day its been over a hundred degrees for the
last two weeks. None the less, the beauty of Florida never ceases to
amaze me. The seashore for example, right here in Jacksonville is a

wonder of natural diversity. From the snow white sands to the life in the air, in the sea, on the shorelines and in the local estuaries. We went fishing the other day. Where else in the world can you see the mightiest of Naval Fleets to the tiniest of seabirds making a living; all this from a sixteen foot sea skiff? You bet! Right here in the St. John's River and its tributaries. Through the course of the day, we saw Sand Hill Cranes, Schools of Croaker Fry, Bottle-Nose Dolphin, Manatee, Raccoons feeding on exposed Oysters along the shoreline at low tide, Sea birds of most every description, schools of Rays, Mullet, Ladyfish and an abundance of Flounder the likes of which I hadn't seen since I was a youngster. After cast netting for our bait, Tiger Minnows-so named for their stripes and sturdiness, we proceeded to drift fish for Flounders. We caught sixteen keeper flounders and returned nine to the sea to grow up some more. That's a total of twenty five flounders in about eight and a half hours. That's what I call good fishing. The Flounder here in the south are the very same as the "summer" flounder found in the northeast. They're also called Fluke up north. Especially along the Jersey Shore. As a youngster and a young man I fished for Fluke all along the "NY Bight". That being the south shore of Long Island to Cape May NJ. The best flounder fishing there was from Sandy Hook south along the Jersey Shore. Jacksonville Florida offers so much more in the way of outdoor living, career opportunities and good clean living, than most of the "more progressive and modern" cities of this nation that I must sing its praises. After all it is in the top five of "best southern cities to live in." Oh well, so much for the lovely life around these parts. Talk to you next week. Stay healthy and safe.

Ralph

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STReport is now ready to offer much more in the way of serving the Networks, Online Services and Internet's vast, fast growing site list and userbase. We now have our very own WEB, FTP and NewsGroup Sites, do stop by and have a look see. Since We've received numerous requests to receive STReport from a wide variety of Internet addressees, we were compelled to put together an Internet distribution/mailling list for those who wished to receive STReport on a regular basis, the file is ZIPPED, then UUENCODED. Unfortunately, we've also received a number of opinions that the UUENCODING was a real pain to deal with. You'll be pleased to know you are able to download STReport directly from our very own FTP SERVER or WEB Site. While there, be sure to join our STR AutoMailer list which allows a choice of either Reading Online or Graphics Rich HTML.

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Compiled by: Dana P. Jacobson

FTC Sues Intel Over Monopoly Abuses

The Federal Trade Commission sued Intel Corp. to stop the giant maker of microprocessors from wielding its dominant market position "as a club" against computer makers, an agency official said Monday.

The agency's top litigator, William Baer, said Intel withheld key technical information from leading computer makers Digital Equipment Corp., Intergraph Corp. and Compaq Computer Corp. to stifle competition and impede innovation. "The case the commission is bringing today seeks to prevent Intel from repeating this conduct in the future," Baer said.

Baer said Intel forced the three companies to share valuable patents they held that could otherwise have led to the development of competing microprocessors.

"In at least three separate cases against three major customers, Intel used its market to cut off these customers who had asserted their own patent rights with respect to microprocessors and related technologies that rivaled Intel's technology," Baer said.

The FTC determined that Intel's dominant market share constituted a monopoly, subjecting the company's conduct to heightened scrutiny under U.S. antitrust laws.

Barksdale: Time To Draw The Line

James Barksdale said he's not sure what the best solution is in the U.S. Department of Justice's case against Microsoft Corp. But one thing Netscape Communications Corp.'s chief executive officer is sure of is that it's time for the government to "draw the line" somewhere over just how far the Redmond, Wash., software maker can extend its monopoly might.

"The problem is that Microsoft has done a lot of good, hard work, pushing and shoving, to create a monopoly on the desktop, which they then used to distribute other software products," Barksdale said during an interview at a Netscape briefing for press and analysts last week in San Francisco. "And that's through a chain of distribution partners - called PC OEMs [original equipment manufacturers] - who cannot exist without Microsoft Windows. So they control two layers of the distribution channel, which means if anyone wanted viability to get into that channel with a marvelous new product, there's no way for them to get in there if Microsoft doesn't want you to get in."

That's just what happened to Netscape, he said, with Microsoft using its Windows operating system monopoly to prevent Windows PC OEMs from distributing Netscape's market-leading Navigator browser along with, or instead of, Microsoft's Internet Explorer (IE) browser.

In the weeks since the DOJ and 13 states filed antitrust suits against Microsoft, two major PC OEMs - Gateway 2000 Inc. and Packard Bell NEC - announced they will distribute Netscape's client software along with IE on Windows 98 PCs later this month. Such distribution agreements would never have been possible without government intervention.

As part of the remedies it's seeking, the DOJ is asking Microsoft to either unbundle its browser from Windows or distribute Netscape's Navigator browser along with IE. Barksdale discounted critics who say there is no precedent for such a remedy, citing the must-carry laws that force cable operators to carry third-party content on their networks. "The must-carry laws say that if you control a basic facility, you have to offer people a way to get into the pipe somewhere or other," Barksdale said. "So you either put the products in at the top of the channel - i.e., distributed by Microsoft - or you open up the middle of the channel."

That entry into the Windows distribution channel remains an important one for Netscape and its browser, despite the fact that its now-free client software is a zero revenue business for the company. Its browser remains a competitive advantage, driving traffic to the Netcenter portal service that now sits at the heart of its Web site

and accounts for about 25 percent of its revenue.

Netscape announced plans last week to differentiate its No. 2-ranked portal service from competitors.

"I consider [our client software] to be a significant competitive advantage," Barksdale said, noting that 55 percent of the 8 million visitors who journey to its site daily do so because Netcenter is the default home page on their browser.

The DOJ can be reached at www.usdoj.gov

Netscape can be reached at www.netscape.com

FTC Clears Compaq, Digital Merger

Compaq Computer said the U.S. Federal Trade Commission approved its merger with Digital Equipment.

The companies said in a statement they expect the merger to close shortly after a June 11 special meeting at which Digital shareholders will vote on the transaction. Two-thirds of Digital's outstanding stock must be voted in favor of the transaction for it to be completed.

Digital shareholders are to receive \$30 plus 0.945 shares of Compaq stock for each share they hold.

AOL Buys Mirabilis For \$287M

America Online Inc. confirmed Monday that it has acquired Mirabilis Ltd., an Israel-based company that makes the popular ICQ instant messaging software, for \$287 million in cash.

Under the deal, which was rumored for weeks, AOL will pay Mirabilis \$120 million in performance incentives beginning in 2001. The payments will be spread over three years.

AOL said it will take an in-process research and development charge in the fourth quarter. The company, which also acquires Mirabilis' 12 million registered users, also said the acquisition won't hurt earnings.

Mirabilis will remain based in Tel Aviv and be operated under its original team with its own brand. Mirabilis will report to Ted Leonsis, president of AOL Studios. AOL said it will help Mirabilis develop its product and "establish its revenue-providing capabilities."

By acquiring Mirabilis, AOL is hoping to use its instant messaging technology as a launch pad for its Web portal strategy and fuel international expansion. Mirabilis launched ICQ in November 1996. The service, which is similar to AOL's buddy list instant messaging system, gets 60 percent of its users from outside the U.S.

U.S. Releases Revised Internet Names Plan

The Clinton administration released its final plan to overhaul the Internet's naming system today, but scrapped earlier plans to quickly add more names to the system.

The eagerly awaited final plan, overseen by senior Clinton adviser Ira Magaziner, seeks to resolve the controversy over management of some of the Internet's most basic functions, including the assignment and registration of names for World Wide Web sites.

The administration still plans to phase out government involvement in the naming system by Sept. 30, 2000, as an initial draft of the report released in January suggested. But specific proposals to extend the system or dictate how it should function in the future have been scaled back.

Under the current system, Network Solutions, of Herndon, Va., manages the naming system in the Internet's popular generic domains ".com," ".org" and ".net" under an exclusive government contract that expires in September. The so-called top-level domains are the two- or three-letter suffixes at the end of every address on the Internet, as in the ".gov" at the end of "www.whitehouse.gov."

Plans to create immediate competition to Network Solutions were dropped, but the government said it is continuing to negotiate with the company to assure a level playing field for potential future competitors.

The plan leaves all decisions about expanding the system up to a new U.S.-based non-profit group headed by 15 people selected from private-sector, Internet and consumer groups.

The debate over the Internet's name and address system has been raging for several years since one of the fathers of the Net, Jon Postel, announced his own plan to add more addresses.

Postel's plan led to a cascade of revised plans, highlighting the sometimes murky and ambiguous system for making major changes to the vast network that arose informally from a Cold War-era Defense Department project.

Industry Organizing Internet Summit

Under orders from the White House to find a way to manage the Internet themselves, private industry is organizing a "constitutional convention" in July for the worldwide network.

But the process, still in its infancy, already is drawing criticism - and raising doubts about the likelihood of its success - mostly focused on the behind-the-scenes involvement of Network Solutions Inc.

The private company, which manages a large part of the Internet under

an exclusive government contract that expires Sept. 30, is widely recognized as a pivotal industry player but also is widely resented for its influence.

Concern about the company's power could threaten the fragile process by which the White House wants the often-fractious coalition of Internet professionals quickly to form an international nonprofit board to take over most online management.

Network Solutions, based in Herndon, Va., and others are organizing a "Global Incorporation Alliance Workshop" to begin July 1 in suburban Washington. The conference has a Web site - registered to an NSI employee - and the company initially was the primary source for news about the gathering, until the conference hired its own public relations company Wednesday.

"Any honest intent to reach a consensus, we would support - if it works out not to be staged," said Don Heath, president of the Internet Society, an international group devoted to maintaining and promoting worldwide computer network.

A spokeswoman for the company, Cheryl Regan, said Network Solutions was "helping out administratively" at the conference but declined further comment. Some Internet leaders defended the company's involvement.

"NSI is clearly a part of the Internet community and played a leading role in the formation of the Internet," said Harold Feld, a lawyer with the Domain Name Rights Coalition. "The idea that NSI shouldn't participate in any of these deliberations because there are a number of people who aren't happy about it just isn't feasible."

The decisions made at the upcoming conference potentially affects every person who uses the Internet, which has become a vital conduit for business and communications.

Many of the changes will be technical in nature and take place behind the scenes, transparent to most users. Obvious changes could be lower prices to register a Web address and the addition of new Web address suffixes, such as "rec" or "nom," in addition to the familiar "gov," "edu" and "com."

Under the Clinton administration's final plan to hand over management of the Internet, the toughest decisions about running the network - such as how to organize Web addresses - will be left to a yet-to-be formed, 15-member board. But the government offered few details on how the board will be created, other than saying it wants the Internet community to handle things.

Under the current system, Network Solutions registers all Web sites with the suffixes "com," "net" and "org."

Under the new plan, Network Solutions probably will retain that role, but it also likely will be forced to allow other companies to sell Web addresses with those same suffixes.

The European Commission, whose members met this week to discuss the White House plan, said Wednesday it was largely pleased with the proposal. But it isn't sure about allowing Network Solutions to maintain its dominance as the keeper of Web addresses.

"We have some concerns whether that is desirable," said Gerard De Graaf, EU first secretary.

The government has said it wants the new management board up and running by Oct. 1, with a total transfer of responsibility no later than Oct. 1, 2000.

Intel to Release 450 MHz Chip Shortly

Computer chip giant Intel Corp. repeated Tuesday that it expects to release faster versions of a number of its processors in the next few weeks.

Its flagship Pentium II chip, largely the standard for personal computers priced above \$1,200, will be available in a 450 MHz version within weeks.

The company is currently shipping 350 and 400 MHz versions. "We are currently selling as high as a 400 MHz product, and within a matter of weeks you will see a 450 MHz product introduced," said Gordon Casey, the director of investor relations for Intel.

Computer Guru Finds Windows Glitch

MINNEAPOLIS (AP) - It is a malady Microsoft didn't need right now.

A computer expert found what he diagnosed as a "potentially serious error" with Windows 98, which is scheduled for release June 25.

Computer guru John Stewart of Spring Grove, Minn., said the problem concerns the start-up disk that Microsoft recommends users create when installing the operating system. The disk contains files needed to start a personal computer and troubleshoot problems.

It also is supposed to contain a file to remove Windows 98. But, in fact, no uninstall program is available on the disk.

"It's like Ford selling you a car with instructions for changing the tire, and when you open the trunk, the spare isn't there," Stewart said.

The missing uninstall program is located on the Windows 98 CD-ROM, and on the PC's hard drive, according to Microsoft spokesman Ryan James.

"As with any software, they're prone to little glitches," James said.

In any case, "it's a fairly rare scenario" that a user would choose to remove Windows 98 and revert to the former operating system, James said.

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VICTORY FOR INTERNET SELF-GOVERNANCE

A new Clinton Administration policy paper says that the U.S. will turn the administration of Internet domain-name addresses to a yet-to-be-established international nonprofit group whose membership will be decided by the private sector worldwide. Internet Society president Don Heath was pleased with the decision: "This clearly shows the U.S. government heard the international community and listened to them. They showed they understood the dynamics of the Internet, the need for bottom-up, grass-roots consensus building. This is a victory for the Internet and a victory of self-governance." (New York Times 6 Jun 98)

CLINTON DEFENDS INTERNET SUBSIDIES FOR SCHOOLS AND LIBRARIES

Responding to strong bipartisan criticism of the new "e-rate" program established by the 1996 Telecommunications Act to subsidize Internet access in schools and libraries through fees imposed on long-distance companies, President Clinton told an MIT commencement audience: "I say we cannot afford not to have an e-rate. Thousands of poor schools and libraries and rural health centers are in desperate need of discounts. If we really believe that we all belong in the Information Age, then, at this sunlit moment of prosperity, we can't leave anyone behind in the dark." AT&T and MCI have said they plan to pass the new charges on to consumers by increasing their monthly phone bills by as much as 5 to 6%. Clinton also urged states to impose technological literacy standards to insure that entering high school students are proficient at such tasks as word processing and Web navigation. (Washington Post 6 Jun 98)

OBSTACLES TO THE WORLDCOM-MCI MERGER

The European Union competition commissioner Karel van Miert says that MCI's shedding of its Internet business (in a \$625 million cash sales to Cable & Wireless PLC) may not be "good enough" to allay antitrust concerns that the proposed \$37 billion acquisition of MCI merger by WorldCom might unfairly dominate the Internet. An executive of GTE, which opposes the WorldCom-MCI merger and which has demanded that WorldCom sell its UUNet Internet service company, says: "Van Miert's comments today clearly indicate that MCI's recent attempt to create the appearance of a divestiture through partial sale of some minor Internet assets are not going to fool the E.C." (New York Times 5 Jun 98)

LASER BREAKTHROUGH

Researchers from Yale University, Lucent Technologies, and the Max Planck Institute of Physics have developed microlasers that are 1,000 times more powerful than conventional ones and that could eventually be used to speed up existing communications networks or become the basis for entirely new ones. Rather than sending the laser beam through a perfectly round cylinder, the scientists developed an egg-shaped cylinder in which the beam moves with a crisscrossing bow tie pattern of light that produces 40 milliwatts of power, compared to 40 microwatts in the round cylinder. (Science 5 Jun 98)

IBM TO SELL PC SERVERS DIRECTLY TO CORPORATE CUSTOMERS

Bypassing distributors in a strategic move to cut costs, IBM will now adopt a hybrid distribution strategy allowing it to sell NetInfinity PC servers directly to corporate customers. IBM is playing catch-up to Compaq, and IBM chief executive Lou Gerstner recently said: "We missed this one so badly that I don't even like to think about it. We let Compaq run out and grab this PC-server business while we were worrying about protecting our midrange systems." IBM currently has a 13% share of the global PC server business, compared to Compaq's 31% share. (New York Times 5 Jun 98)

INTEL TO CUT PRICES, TI TO GET OUT OF MEMORY-CHIP BUSINESS

As it gets ready to introduce a faster Celeron chip for personal computers costing less than \$1,200, Intel is planning to cut prices on its Pentium II chips from 12 to 20%. Texas Instruments is in negotiations with Micron, a potential buyer for TI's memory-chip operations, which have been hurt by overproduction and declining prices. (San Jose Mercury News 6 Jun 98)

NETSCAPE REFOCUSSES ON THE "NET ECONOMY"

Announcing a change from his company's former sales strategy of taking "all products into all markets," Netscape co-founder and executive vice president Marc Andreessen has told analysts and reporters that Netscape is shifting its focus away from a browser war with Microsoft. Netscape's new emphasis will be on developing the "net economy"-- in which traditional businesses (automaking, banking, publishing, etc.) create new market niches. (Washington Post 6 Jun 98)

WILL YEAR 2000 ARRIVE WITH ALL ITS DIGITS INTACT?

A report filed with the U.S. Securities and Exchange Commission by Triaxsys Research says that, although the nation's 250 biggest corporations are spending \$37 billion to correct the Year 2000 computer problem (caused by old software that uses two rather than four digits to code "year" fields), the progress of those corporations "falls considerably below levels necessary to avoid business disruption." Fewer than 60% of the firms have completed even preliminary assessments to determine the extent of the problem. (USA Today 6 Jun 98)

ISSUES OF THE FTC ANTITRUST SUIT AGAINST INTEL

The Federal Trade Commission's antitrust lawsuit against Intel is unusual in that antitrust laws are designed to protect a monopolist's competitors, whereas in the current case only one of the companies allegedly harmed by Intel's predatory tactics has ever been a serious Intel competitor (Digital); the others (Integraph and Compaq) are essentially Intel customers. What the three companies share is that they were all engaged in a continuing patent dispute with Intel, and Intel says it would have made no sense to give technical data to companies that were suing it, even though those companies needed the technical data for designing computers based on the new Intel chips.

The FTC says that Digital, Integraph and Compaq may have been customers, but they were also rivals. (New York Times 9 Jun 98) Meanwhile, George Mason University law professor William Kovacic predicts that the FTC's case "operates at the frontiers of existing doctrine" and ultimately will be unsuccessful: "More likely than not, the FTC will fail to win case. Their chances are at best one in five." The case will not go to trial before next year, and "it will take several years to follow the process, and Intel may not even be a monopolist by then." (TechWeb 9 Jun 98)

GINGRICH AND GORE TECHNOLOGY SQUABBLE

(What's this? Newt must be campaigning for re-election!!) The best outcome is for Newt to be sent HOME to Georgia for good! ...rfm Saying that "it is wrong for five unelected, appointed commissioners [the FCC members] to be able to establish a tax on every telephone in the United States" in order to provide subsidies for discounted Internet access for schools, libraries and rural agencies, Speaker Newt Gingrich says he will lead an effort in the U.S. House of Representatives to block what he characterized as the "Gore tax." Vice President Al Gore responded: "Let me be clear: I strongly oppose any effort to pull the plug on the e-rate [education rate] program. I call on both Congress and industry to put politics aside and work with us to put 21st century educational technology in every classroom and library." Gingrich also suggested that U.S. government agencies have not been aggressive enough in preparing for Year 2000 computer problems, and predicted that they will be a political liability for Gore because of the vice president's alleged lack of leadership on the issue. (AP 8 Jun 98) On another issue, Gingrich told the same audience: "One of the goals should be to replace all textbooks with a PC. I would hope within five years they would have no more textbooks." The Speaker argued that a 24-hour-a-day Internet should be used to replace the traditional classroom lecture. (Atlanta-Journal Constitution 9 Jun 98)

NETSCAPE TO OFFER SIMPLER SEARCHING

Netscape's newest version of the Navigator software for browsing the Web will be married to a massive database of keywords that will allow surfers to accomplish their searches more quickly. A user will be able to visit an Internet site simply by typing ordinary English words (such as "Southwest Airlines" into the address field at the top of the browser screen) rather than a formal URL, such as <http://www.IFlySWA.com>. (San Jose Mercury News 8 Jun 98)

TERASTOR UNVEILS 10-GIGABYTE DISK DRIVE

TeraStor Corp. says its 10-gigabyte removable disk drive will be available later this year for \$800, with a 20-gigabyte product scheduled for release in mid-1999. Fifteen months ago, the company predicted it would offer drives at the same price as today's removable drives but with 10 times the storage capacity. Its latest announcement falls short of those goals, but TeraStor's president says he's confident his company can deliver on its long-term vision: "We think we have done extremely well." TeraStor, with backing from Microsoft co-founder Paul Allen, is combining the magnetic storage techniques used in the so-called Winchester disk drives with the laser technology that forms the basis for CD-ROMs. (Wall Street Journal 8 Jun 98)

THROWAWAY MOVIE DISKS FROM CIRCUIT CITY

Retail electronics chain Circuit City is about to start test-marketing Divx, digital disks that look like CDs but with seven times the capacity are capable of holding a full-length movie, complete with

high-quality picture resolution; the disks will sell for \$4.49 each, and a consumer can watch a movie and then toss it away. Circuit City says the Divx offers "a better way to represent a video product." To see the movie more than 48 hours after rental, to watch it on playback machines other than the person who purchased the Divx, or to buy the video outright, the consumer can choose among various procedures and payment plans. Zenith is launching a Divx player that will cost \$499, about \$100 more than existing digital video players (on which Divx will not work). Circuit City says it expects "that within five years we will be able to capture 20% of the video rental market." (USA Today 8 Jun 98)

IBM TEAMS UP WITH EQUIFAX FOR SECURE TRANSACTIONS

(Oh well, now... the FOX is IN the Henhouse!) IBM is teaming up with transaction-processing company Equifax to co-market secure, encryption-based online commercial transactions via several new products. "When business is online, security controls are paramount," says IBM Internet division general manager Irving Wladawsky-Berger. IBM plans to launch its new Vault Registry software this summer, based on its own encryption technology, and Equifax will provide its own certificate-management services, a high-volume security-management application based on Vault Registry and remote authentication services. Meanwhile, IBM is negotiating with several of its Integrion electronic-banking alliance members to adopt the new software packages. (Computer Reseller News 9 Jun 98)

@HOME ABROAD

The @Home Network has cut a deal with U.K. cable and telecommunications operator ComTel to market a British version of the cable-based Internet access service. ComTel has a potential subscriber base of 1 million British homes. (Broadcasting & Cable 1 Jun 98)

BERNERS-LEE ON THE NEXT GENERATION WEB

World Wide Web creator Tim Berners-Lee says creating order out of the chaos of the Web is the next item on his agenda: "Whereas phase one of the Web put all the accessible information into one huge book, if you like, in phase two we will turn all the accessible data into one huge database. This will have a tremendous effect on e-commerce. You could say, 'Find me a company selling a half-inch bulb to these specifications,' and a program will go through all the catalogs -- which may be presented in very different formats -- and figure out which fields are equivalent and then build a database and do a comparison very quickly. Then it will just go ahead and order it. It would be a real mistake for anyone to think the Internet is done or the World Wide Web is done. We're just at the start of these technologies, and there's a huge amount of research to be done. It's very important for the government to keep funding it." (Los Angeles Times 8 Jun 98)

NET TRUST

A recent United Press International poll found that computer users put more confidence in information that they find online than that gleaned from more conventional sources, such as newspapers and television. Forty-three percent of those polled said they trusted the accuracy of online information versus 35% for other media. And 59% of their computer time is spent doing work, versus 41% of time spent on recreational activities. (Information Week 1 Jun 98)

BUZZWORD BINGO MANIA

Buzzword Bingo, a game that started in Silicon Valley as a way to pass the time during boring staff meetings, has become a cult event at many companies, as employees surreptitiously check off shopworn phrases such as "proactive" and "win-win" uttered by their unknowing superiors. Indeed, four employees of gofast.net Inc. have been playing a covert game on their Palm Pilots for nearly three months, with the devices rigged to beep melodiously should any participant ever actually hit bingo. So far, silence has prevailed... (Wall Street Journal 8 Jun 98)

NBC BUYS INTERNET PORTAL

NBC, the television network owned by General Electric, is buying a controlling interest in the Internet search and directory service called Snap, as well as a 5% interest in Snap's parent, CNet. Like AOL, MSN, Netscape, and others, NBC wants to be an advertiser-supported "portal" to Internet users wanting to surf the Web, send e-mail, and engage in chat sessions. (New York Times 10 Jun 98)

VANDALS HIT THE STANFORD LINEAR ACCELERATOR CENTER

Computer vandals who monitored Internet traffic in order to "sniff" (intercept) a password to the Stanford Linear Accelerator Center were able to gain access to more than 30 of the federal research center's most important Unix servers. No permanent damage was done to programs or data, but the facility was closed down for a week, as a precaution meant to protect the lab's computing infrastructure. A spokesperson for the center said: "We now have to assess the tradeoffs of an open community vs. a more Internet-secure community. It's a debate that's taking place heatedly among different scientists." (San Jose Mercury News 10 Jun 98)

INTERNET "CONSTITUTIONAL CONVENTION" SLATED

Network Solutions, which up until now has had exclusive rights to register Internet domain names under a contract with the National Science Foundation, is organizing, along with other industry players, a "Global Incorporation Alliance Workshop" next month. The Clinton administration's recently announced plan for the Internet calls for private industry to work out a new Internet management strategy by themselves, without government involvement. Decisions ultimately will be made by an as-yet-to-be-named 15-member board, but the workshop will lay the groundwork for addressing many of the issues involved in designing a new system. The government has said it wants the new board up and running by Oct. 1, with a total transfer of responsibility no later than Oct. 1, 2000. (AP 11 Jun 98)

JUSTICE AND INDUSTRY TALK ABOUT ENCRYPTION

Attorney General Janet Reno and FBI Director Louis J. Freeh met for two hours with the chief executive officers of Microsoft, Sun, Netscape, AOL, MCI Communications and Novell, to discuss the government's software encryption policies. The meeting, which was arranged by California Senator Diane Feinstein, resulted in an administration promise to "redouble our efforts with industry" to relax the export controls on "strong encryption" -- while adding: "We are still discussing exactly what those relaxations should be. That's the \$64,000 question." Law enforcement officials have advocated a "key escrow" system that would allow investigators armed with a court order to inspect encrypted communications suspected to be related to criminal acts. That approach is generally frowned upon by industry leaders and privacy advocates. (New York Times 10 Jun 98)

DIGITAL TV MAY SPELL BLACK-OUT FOR LOW-POWER STATIONS

Hundreds of low-power TV stations, which form a core of the country's minority-owned media outlets, have been told by the FCC to forfeit their frequencies to larger stations for the expanded spectrum requirements of digital television. More than 15% of low-power TV stations are minority-owned, compared with 3% of full-power stations. "This is a spectrum grab by large companies, pure and simple," says one low-power station manager. More than 300 low-power stations have petitioned the FCC for new channel assignments, but the FCC is warning that many of these stations will be forced off the air. "It will be devastating," says the owner of two low-power stations. "Minority owners are concentrated in larger urban markets... and that's where the spectrum is most crowded and where displacement by digital TV will happen most extensively." (Los Angeles 9 Jun 98)

FIRST INTERNET PORTAL TO OFFER ONLINE AUCTIONS

Excite, the search service and gateway (or "portal") site to the rest of the Internet, will be the first such site to bring consumer-to-consumer commerce through auction classifieds in which sellers can post their ad and designate a minimum bid, and buyers can obtain regular classified and auction ads and enter the bidding. Industry analyst Ron Rapport of Zona Research says: "This will educate the consumer not only how to buy over the Web but how to sell over the Web. Consumers will start to see these portal sites as the entry point for e-commerce" -- and not merely places to look for information. (USA Today 10 Jun 98)

IBM'S DIGITAL CHIP

IBM plans to market a digital signal processor chip for cell phones that will in many ways mimic a popular chip made by Texas Instruments. TI currently controls 45% of the global DSP market. IBM says it built the chip from scratch using reverse engineering, and a TI spokeswoman declined to comment, except to say that imitation is the sincerest form of flattery. "This is really a good indication that we have the best DSP in the market. That's why they are cloning it." The new chip is part of a new \$100 million investment by IBM to add at least 25 new chip cores to IBM's existing portfolio. (Wall Street Journal 10 Jun 98)

CANADIAN CONTENT ON THE WEB

The Canadian government plans to invest \$30 million over the next five years in developing Canadian content for Internet sites, CD-ROMs and other multimedia projects created by private companies. Speaking to delegates at a conference of the Federation of Canadian Municipalities, Prime Minister Chretien reiterated plans for Ottawa to spend \$260 million to help communities "wire-up," announced an additional \$55 million in federal funding for CANARIE, the joint public-private sector venture for Internet technology, and confirmed a previous announcement of another \$205 million for SchoolNet to link every school and public library in Canada to the Internet. (Toronto Star 9 Jun 98)

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The Linux Advocate
Column #14
by Scott Dowdle
June 11th, 1998
dowdle@icstech.com
LOGIN:

For starters, this is a fill in column. I've been taking notes and working on the News section but realized that I have a lot more work than I can get done before deadline and wanted to at least submit something for this issue. This will make three LAs in three weeks so I don't feel too bad about not getting the regular column out. :) So, what did I find for a filler? Well, something really cool. Lars Wirzenius was a speaker at the 1998 Linux Expo weekend before last. I'm sure that name doesn't sound familiar to those who are fairly new to the Linux Community. I'll not give a rundown of who Lars is because he a good job of that in the text that follows entitled, "Linux Anecdotes," which is basically a transcript of the speech he gave at Linux Expo. Enjoy!

(start long quote here)
Linux Anecdotes
Lars Wirzenius
liw@iki.fi
27 April 1998

Abstract

A look at the history of Linux, as seen by a long time Linux user. The talk is a series of anecdotes, shy of technical details, and sprinkled with personal memories.

Who I am and why I am here

I seem to have acquired a little bit of reputation in the Linux community, despite my efforts in to stay quiet and invisible, so that I don't get so many questions from people having trouble with Linux. Part of my reputation is that I know Linux pretty well. That part is based on the time when I and Linus Torvalds---I assume you know Linus---shared an office at the University of Helsinki. In reality, I don't know Linux all that well. For example, my one stab at kernel programming resulted in a bug that took three years to track down and fix, and even then it was done by someone hacking OS/2. I'm referring to the sprintf function inside the kernel. I wrote sprintf in the summer of 1991. Linus needed some easy way to print messages from the kernel, and did not then know how to use the stdarg mechanism to implement variable argument lists to functions. I see some people in the audience shaking their heads. Yes, it's true. There was a time when Linus didn't know everything. Really. Trust me. I was there.

Anyway, I wrote a simple sprintf for Linus, to show him how it was done, and he used in the Linux kernel, after some modification. The bug was in the handling of an asterisk as the width for an output field. I forgot to increment a pointer past the asterisk, so the code

had no chance of working for this case. No chance at all. This was clear to anyone who tried it. Obviously, I didn't, which means that I probably shouldn't be employed to write software. In 1994, three years later, one Friedemann Baitinger noticed the bug, and sent me a patch. He was using the `sprintf` while debugging a device driver he was writing for OS/2.

Anyway, back to who I am. I've been a friend of Linus since before Linux even existed. We met as first-year students in 1988. When he started to write Linux, I naturally followed things with interest and some jealousy. Except for `sprintf`, I didn't really participate, since I'm not a hacker, just a wannabe. When Linux and its community grew, I took part in various non-technical things that needed doing. For example, I helped create the Linux Documentation Project, and co-moderated `comp.os.linux.announce`, also known as `cola`.

My moderating `cola` is the reason I'm here. When I had been doing it for five years, that is, in last December, I decided to retire from it and found a successor. In my farewell note to the group, I jokingly said that I wouldn't mind getting a trip around the world, if anyone wanted to send me one. It happens that some people don't understand jokes, and it seems that Marc Ewing is one of them. He told me I would come here to give a talk and he wouldn't take no for an answer. If you feel bored now, you know whom to blame.

Linus the god

You all know Linus, at least by reputation. The wonder-child. The coding wizard. The hacker god. Well, it wasn't always like that. What I'm about to say next may shock the most devout Linuxers in the audience, but that's all right. This is a free country, and anyway, I've been promised police protection.

I've already told you that Linus didn't always know everything. I'm not saying he isn't omniscient now. After all, he might now be a god and I'm not lightning-proof. So I'm only going to talk about old times. I'm sure he'll forgive me that.

Not only did Linus not know everything about C, he also didn't know anything about PC's. In fact, he didn't even have one when I first met him. When he bought his first PC, he didn't even start hacking it right away. Instead, he played computer games, especially one called something like *Prince of Persia*. I've never understood that part of him. I mean, what's a computer game worth if it doesn't simulate playing cards? No, give me *solitaire*, if you want me to play with a computer.

Even a few years later, when Linux was already a success, Linus had this strange fascination for silly computer games, such as *Doom* and *Quake*. By then he'd already learned some social skills and knew that one just doesn't admit to liking computer games after the age of 12. So when he was playing *Doom*, he used to explain that he was debugging and stress testing memory management and the X server.

When Linus decides to learn something, he really learns it, and usually quickly. This is why he may now be omniscient. I remember once when we were being questioned about some math home work. I happened to know Linus hadn't done it. But bold as he was even then, he claimed to have done them anyway. As luck would have it, the teacher wanted Linus to present his solution to the class. On the way to the blackboard,

Linus read the problem, then stood in front of the board for a second or two, and went on to present a solution that the teacher couldn't understand. Linus can be quite annoying like that.

Once, when Linus was abroad at some conference or another, he modified my shell setup scripts so that when I logged in, it looked as if I was using MS-DOS. That was fun, of course, but it begged for revenge. This happened while we were sharing an office at the university, so once when Linus went out to get something to drink or something, I created an alias for startx for him. My alias first ran the real startx, and then printed out a kernel 'Oops' message. The first time Linus noticed this made him a bit worried, but he logged out and cleared the screen too fast to read it, but the second time made him really worried. I'd copied the 'Oops' message from linux-kernel, and of course it didn't suit Linus's kernel at all. He had gotten as far as decoding the message by hand, and muttering something like 'Why is it crashing there? It can't crash there!', when I burst out laughing and told him what I'd done. Linus was quite relieved and never tried any practical jokes on me again.

The early times

Let's go back to the spring of 1991. In January, Linus bought a PC. He'd been using a Sinclair QL before that, which, like much British computer stuff, was ingenious and almost unusably different from everything else. Like every self-respecting hacker, Linus had written some software development tools of his own; an editor and an assembler, I think. He'd also modified the QL hardware a bit, to replace a broken keyboard, and to add a PC-compatible floppy drive. When he bought the PC, he wrote a device driver for the QL so he could move stuff from the QL to the PC. When he got up to speed with the PC, after having played enough Prince of Persia, he started learning about programming the PC. Especially assembly language programming, since only wimps use high level languages. I remember one day when he was quite proud for having written a strlen function in assembly. Gee, I was impressed. As I said, when Linus decides to learn, he really learns. A few weeks later he showed me two simple concurrent processes. One printed out A's as fast as it could, the other B's. That was much more fun to look at than his strlen, but not, I think, immediately as useful.

As time progressed, Linus added keyboard and serial port drivers, so that he could use his modem from the PC. Normal people would have used one of the dozens of existing terminal emulators, but Linus had to write his own. After that, he spent a long time just reading netnews. Sorry, I mean of course that he was debugging his terminal emulation code by reading netnews. The emulator consisted of two processes, one reading the keyboard and writing to the serial port, the other reading the serial port and writing to the screen and emulating a terminal.

At some point during this time Linus decided he wanted a Unix-like system at home, and the obvious choice back then was Minix, since it was the only thing he could afford. As it happened, Linus wasn't very happy with Minix, so he kept improving his terminal emulator, and modifying it to become more like an operating system. I guess we can conclude by now that he succeeded.

The success of Linux wasn't automatic, and things might well have gone differently. For example, if the Hurd had been finished a few years ago, Linux probably wouldn't exist today. Or the BSD systems might

have taken over the free operating system marketplace.

However, things went as they did, and Linux prospered. The success has resulted in fame and also material rewards for rewards, including money. One of the first rewards wasn't money, but virtual beer. You may have heard the expression, since it is still used somewhat, but these days it is just a general good wish phrase. Originally, it had a very concrete meaning. Two guys from Oxford, England, calling themselves the Oxford Beer Trolls, wanted to buy Linus some beer, but since it was impractical to move either themselves, Linus, or the beer physically around, they asked me to receive the money via mail, and buy Linus beer with it, and that's what happened. So, virtual beer really means money, preferably money sent to me.

Alas, people started sending Linus money directly. I'm not sure they did it out of gratitude, however, since they usually sent personal checks from the US. As Linus quickly learned, Finnish banks really, really hate checks. Especially personal checks. Particularly personal checks from the US. They invent all sorts of bureaucratic pit-falls and rules and fees to make it difficult and expensive to use checks. If you want to make trouble for a Finn, send him a personal check from the US. And that's not a joke. Linus also got some other stuff via mail. For example, a pair of 40 megabyte hard disks. That was really nice, since it meant that Linus was finally able to keep some backups. Not that he did, of course. One of his well-known quotes is: "Backups are for wimps. Real men upload their data to an FTP site and have everyone else mirror it." He said that even after dialling his hard disk.

At one point, Linus had implemented device files in /dev, and wanted to dial up the university computer and debug his terminal emulation code again. So he starts his terminal emulator program and tells it to use /dev/hda. That should have been /dev/ttySl. Oops. Now his master boot record started with "ATDT" and the university modem pool phone number. I think he implemented permission checking the following day.

The name Linux was not coined by Linus himself, strange though that may seem to people familiar with his self-esteem. It was coined by Ari Lemmke, the administrator at ftp.funet.fi who first made Linux available for FTP. Ari had to coin a name since Linus had failed to give a proper one, so Ari invented one and it stuck. A few days after Linux was put on ftp.funet.fi for the first time, Linus was bubbling with excitement. Ari had sent him the first download statistics for Linux, and there were literally tens of downloads! Ooh, the glory of success.

My own Linux history

My own Linux history is rather boring. I first installed Linux on a 109 megabyte hard disk that already had MS-DOS and SCO Xenix. That was rather cramped, so I got rid of SCO Xenix, first, and MS-DOS, later, when I no longer needed for work. However, 109 megabytes isn't nearly enough for Linux anyway, so I bought a new hard disk and had my first kernel panic. I had some trouble getting the two hard disks to work together, so I was iterating various combinations of the seven jumpers on them. That gives rather a large number of possibilities, so I got a bit careless with how I attached the cables. At one point, I swiveled my chair, hit the computer with my knee, and the cable got loose and Linux panicked. That was fun. I never did get the two disks working together, however. My first Linux installation was from the boot and

root floppy pair that many old timers remember with fondness. I don't remember much about them, but I do remember having to edit offsets 508 and 509 of the boot floppy to set the root file system. The first time I did this, I didn't have a binary editor, so I used something like Emacs, which luckily was binary clean, even though I had to count the offsets manually. Later, when distributions started to get built, I tried them out. That was a bit painful, since I only had a 2400 bit/s modem. What I did was invade a computer classroom at the university, or at least about half a dozen computers, and had them formatting floppies and downloading stuff via ftp in parallel. Then I carried the 50 or so floppies home, and tried to install Slackware or whatever from them. Usually, I found that one or two of the floppies had gone bad during the trip home, so I then had to spend a few hours downloading some files with the modem. I rather prefer my current situation, with a 10 Mbit/s connection to ftp.funet.fi.

I did prefer the original keyboard driver, however, since I didn't have to configure it for Finnish. I really don't understand why Linus went and changed the default to be American.

Advocacy

When Linux was young, in 1993 or so, I made some visiting cards that said I was a Linux fanatic. I've since been cured of that by meeting some real Linux fanatics. If you haven't had the dubious pleasure, let me tell, it ain't fun. This talk is meant to be fun, so I won't go on about advocacy any further.

The future

Every look at the history of Linux seems to end in a look at the future. I guess this one should also.

Linux the operating system kernel seems to me to be relatively finished. There's a lot of work to do, bugs to fix, drivers to write, architectures to port to, but that's pretty small stuff. It's not like the huge changes in the past, such as demand paging, networking, or the port to the Alpha. The operating system distributions built on top of Linux the kernel still need a lot of work, but most of it just needs to be done. There's some huge projects remaining, such as good graphical desktops, but they're being worked on, so things are looking good on that front as well.

Where should Linux go next, then? I think the answer is clear, if you think about it: fluffy toys.

What is it that Linux has that no other operating system has? A cuddly, lovable, silly-looking mascot. If we play our cards right, the Linux penguin could be the next mass-consumer hit product. Can you imagine a Windows flag competing against our penguin? No, this time Mr. Gates has definitely dropped the ball and we're in exactly the right position to pick it up. Forget Microsoft, they're history. Start worrying about Mattel and the Barbie doll!

(end long quote here)

LOGOUT:

I've been mulling over ideas on what to do with this column in the future and the next column will probably be the last that focuses on

the news section since Slashdot and the Linux Weekly News site are doing such a fantastic job. In passing I just wanted to mention that GIMP 1.0 was finally released but I haven't had a chance to look at it yet. I still haven't gotten Red Hat Linux 5.1 and an email from the LinuxMall folks says that the number of orders they got on their special offer was just staggeringly greater than they could have ever anticipated... and that they were running behind getting them all shipped out. Maybe early next week. In any event, I'll make sure it doesn't delay me from getting a column out next week!

The CWSApps Weekly Newsletter
Volume 3.08 - June 10, 1998

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1. Introduction

Welcome to the CWSApps Weekly Newsletter. Each week we will be delivering a message to your mailbox that is designed to help keep you up to date with the Internet software scene. The newsletter will offer a summary of the latest and greatest Net software updates as well as breaking software news and revisions made to the CWSApps Web site.

As always, any feedback you have on the newsletter will be greatly appreciated. Please send comments (good and bad) to cwsapps@internet.com or fill out our comments form at <http://cws.internet.com/comment5.html> .

Enjoy...

2. New Additions to CWSApps

- Cosmo Player v2.1 - a VRML Browser

Location: <http://cws.internet.com/32vrml.html#cosmo>

Download: <ftp://cosmo.sgi.com/cosmo/player/CosmoPlayerInstall.exe>
(3.2 MB)

Rating: 5 Stars

- Cosmo PageFX v1.0 Beta - a VRML Development Tool

Location: <http://cws.internet.com/32vrml.html#cosmo>

Download: http://www.cosmosoftware.com/download/pfx_download.html
(13 MB)

Rating: 5 Stars

- Cosmo Worlds v2.0 - a VRML Development Tool

Location: <http://cws.internet.com/32vrml.html#cosmo>

Download: http://www.cosmosoftware.com/download/cw_download.html
(18 MB)

Rating: 5 Stars

- HomeSpace Designer v2.5 - a VRML Development Tool

Location: <http://cws.internet.com/32vrml.html#cosmo>

Download: <http://www.cosmosoftware.com/download/hsd.html>
(7.5 MB)

Rating: 5 Stars

- Norton AntiVirus June Virus Definition - a Virus Scanner Update

Location: <http://cws.internet.com/32virus.html#scan>

Download: ftp://ftp.symantec.com/public/english_us_canada/antivirus_definitions/norton_antivirus/0606i32.exe

(1.4 MB)

Rating: Untested

-- Servers --

- MailMax v2.0 - a Mail Server

Location: <http://serverwatch.internet.com/mailservers.html#mailmax>

Download: <ftp://ftp.smartmax.com/pub/mailmax/mailmax.exe>

(7.1 MB)

Rating: 5 Stars

- Vermillion FTP Daemon v5.0 - a FTP Server

Location: <http://serverwatch.internet.com/ftpservers.html#vftpd>

Download: <http://www.arcanesoft.com/files/vftpd121.exe>

(0.3 MB)

Rating: 4.5 Stars

- aVirt Mail Server v3.0 - a Mail Server

Location: <http://serverwatch.internet.com/mailservers4.html#avirtmail>

Download: <http://www.aVirt.com/download/amil30.exe>

(0.7 MB)

Rating: 3 Stars

- MERCUR v3.0 - a Mail Server

Location: <http://serverwatch.internet.com/mailservers3.html#mercur>

Download: http://www.atrium-software.com/pub/download_e.html

(2.3 MB)

Rating: 3 Stars

- Rover v1.2 - a Mail Server

Location: <http://serverwatch.internet.com/mailservers4.html#rover>

Download: <http://www.aVirt.com/download/rvr12.exe>

(0.5 MB)

Rating: 3 Stars

3. Updated Apps for the Week

Note: The '*' icon identifies apps that have shown significant improvement since their last updates. These apps typically exhibit important new features that make them 'must-have' updates.

- FTP Voyager v6.0.0.1 - a FTP Client

Location: <http://cws.internet.com/32ftp.html#ftpvoyag>

Download: <ftp://198.109.117.2/pub/ftpvoyager/ftpv6001.exe>

(1.9 MB)

Rating: 5 Stars

- HotDog Professional Webmaster Suite v5.0 Beta 3 - a HTML Editor

Location: <http://cws.internet.com/32html.html#hotdog>

Download: http://download.sausage.com/HD_Installer.EXE

(1.2 MB)

Rating: 5 Stars

- Internet Neighborhood v1.6 Build 3 - a FTP Client
CWSApps Location: <http://cws.internet.com/32ftp.html#ineighbor>
Download: <ftp://ftp.knowareinc.com/knowareinc.com/pub/in32/in32.zip>
(1.3 MB)
Rating: 5 Stars

- TextPad v3.2.4 - a Text/HTML Editor
Location: <http://cws.internet.com/32html.html#textpad>
Download: <ftp://ftp.textpad.com/pub/txp32324.exe>
(1.4 MB)
Rating: 5 Stars

* Carmel AntiVirus v2.4 - a Virus Scanner
CWSApps Location: <http://cws.internet.com/32virus.html#carmel>
Download: <ftp://ftp.carmel.co.il/cav2eval.exe>
(1.4 MB)
Rating: 4 Stars

- CRT v2.2 Beta 6 - a Telnet Client
CWSApps Location: <http://cws.internet.com/32term.html#crt>
Download: <ftp://ftp.vandyke.com/pub/CRT/ntcrt22b6.exe>
(1.1 MB)
Rating: 4 Stars

- Internet Control Center (ICC 98) v6.4 - an Internet Utility
CWSApps Location: <http://cws.internet.com/32win.html#icc>
Download: <ftp://www.usefulware.com/usefulware.com/icc64.exe>
(3.7 MB)
Rating: 4 Stars

- SecureCRT v2.2 Beta 6 - a Telnet Client
CWSApps Location: <http://cws.internet.com/32term.html#securecrt>
Download: <https://secure.vandyke.com/download/SecureCRT/index.html>
(1.1 MB)
Rating: 4 Stars

- NewsBin v2.21 Beta Release - a Newsreader
CWSApps Location: <http://cws.internet.com/32news.html#nbin>
Download: <http://www.newsbin.com/nb32221b.zip>
(1.1 MB)
Rating: 3 Stars

- Microsoft Liquid Motion v1.0 Official Release - a Web Graphics App
Location: <http://cws.internet.com/32webimg.html#msliquid>
Download: <http://www.digitalgoods.net/lm/mw>
(0.2 MB)
Rating: Not Yet Reviewed

- Netscape 5.0 Source Code - For Developer Use Only
Location: <http://cws.internet.com/32auxx.html#netscom>
Download: <http://www.mozilla.org/download-mozilla.html>
(15 MB)
Rating: Not Yet Reviewed

-- Servers --

* Apache v1.30 Official Release - a Web Server
Location: <http://serverwatch.internet.com/webserver-apache.html>
Download: <http://www.apache.org/dist>
(1.8 MB)
Rating: 5 Stars

- Conference Room v1.5.05 - a Chat Server

Location: <http://serverwatch.internet.com/chatservers.html#conference>

Download: <http://www.webmaster.com/products/conferenceroom/crinst.exe>
(3.2 MB)

Rating: 5 Stars

- War FTP Daemon v1.70 Beta 1.2 - a FTP Server

Location: <http://serverwatch.internet.com/ftpservers.html#warftp>

Download: <http://home.sol.no/~jarlaase/files/Ward170b01s02-I386.exe>
(3.7 MB)

Rating: 5 Stars

- Xitami v2.1b2 - a Web Server

ServerWatch Location: <http://serverwatch.internet.com/webserver-xitami.html>

Download: <http://www.imatix.com/html/xitami/index2.html>
(0.6 MB)

Rating: 4.5 Stars

4. Top 25 Downloads - Movers and Shakers

The June 8th update for the Top 25 Downloads on CWSApps is now available.

Here are the apps that have moved up (the 'movers') or have fallen (the 'shakers') seven

or more places during the past week. For the complete Top 25 results for the past week,

check out:

<http://cws.internet.com/top25weekly.html>

You can also check out the results for the entire month at:

<http://cws.internet.com/top25monthly.html>

--The Movers--

- HotDog Professional Webmaster Suite - a HTML Editor

<http://cws.internet.com/32html.html#hotdog>

Up to #9 from #16

- FTP Voyager - a FTP Client

<http://cws.internet.com/32ftp.html#ftpvoyag>

Debuts this week at #14

- Eudora Pro - a Mail Client

<http://cws.internet.com/32mail.html#eudorap>

Returns to the list at #18

- WS-FTP Pro - a FTP Client

<http://cws.internet.com/32ftp.html#ws-ftp>

Returns to the list at #20

- Free Agent - a Newsreader

<http://cws.internet.com/32news.html#agent>

Returns to the list at #21

- AtomTime 98 - an Internet Utility

<http://cws.internet.com/32win.html#atomtime>

Returns to the list at #24

- NetTerm - a Telnet Client

<http://cws.internet.com/32term.html#netterm>

Returns to the list at #25

--The Shakers--

- RealPlayer - an Audio/Video App
<http://cws.internet.com/32audio.html#realplay>
Down from #2 to #16

- WinAmp - an Audio MP3 Player
<http://cws.internet.com/32audio.html#winamp>
Exits the list (#32) from #4

-PowerDesk Utilities 98 - a Windows Shell Enhancement
<http://cws.internet.com/32auxx.html#powerdesk>
Down from #6 to #23

- VirusScan June Virus Definition - a Virus Definition Update
<http://cws.internet.com/32virus.html#scan>
Exits the list (#28) from #15

- QuickTime - a Multimedia Viewer
<http://cws.internet.com/32video.html#qtw>
Exits the list (#29) from #20

- Thumbs Plus - a Graphics Application
<http://cws.internet.com/32image.html#thumbs>
Exits the list (#30) from #23

- TextPad - a Text/HTML Editor
<http://cws.internet.com/32html.html#textpad>
Exits the list (#37) from #24

- Outlook 98 - a Mail Client
<http://cws.internet.com/32mail.html#outlook>
Exits the list (#36) from #25

5. Cool App of the Week - Cosmo Player
Location: <http://cws.internet.com/32vrml.html#cosmo>
Download: <ftp://cosmo.sgi.com/cosmo/player/CosmoPlayerInstall.exe>
(3.2 MB)
Version: 2.1
Rating: 5 Stars

- COSMO PLAYER -
Cosmo Player is the VRML viewer of choice for more than 20 million Internet users--although the vast majority of them probably don't even realize they have the client on their systems. Version 1.0 of the freeware Cosmo Player client is packaged with Netscape Communicator as the browser's default VRML viewer. Considering the still limited use of VRML on the Web, the initial release of Cosmo Player works just fine for most users. But there are a variety of reasons to upgrade to the latest release of Cosmo Player.

ServerWatch.com is the ultimate resource on the Net for timely and accurate data about Web server technology. Because the Web server market is so unique and changes so rapidly, Webmasters utilize ServerWatch.com daily to stay current with the latest server products and industry advancements. You'll love the user-friendly layout featuring the latest news and trends.

Visit <http://serverwatch.internet.com>

now and get a quick, easy snapshot of what each of the listed servers has to offer. Version 2.1 improves on the initial release in several areas, with an entirely redesigned user interface and extreme improvements in performance highlighting the changes. Support for 16-bit color has been added as have Direct3D hardware acceleration, full compliance with the VRML97 event model, OpenGL and Direct3D is the rendering APIs, and full support for Internet Explorer 4.0. Downloading Cosmo Player 2.1 also enables you to use the viewer both as a VRML plug-in for Netscape and as the default VRML viewer for Internet Explorer 4.0 (via an ActiveX Control). Cosmo Player features include full compliance with the VRML 2.0 specification; support for Microsoft Direct 3D and DirectSound3D (through DirectX 5); support for up to eight simultaneous 3D scenes on the same Web page; support for OpenGL, MMX, AGP, and other user-side graphics technologies; a number of development features (including JavaScript and VRMLScript support); and navigation speed controls. Additional features include collision detection,; headlight effects, animation transitions, specular and emissive color shine-through on textured objects, turbo mode, and a VRML console for detailed information on hardware and software use. Cosmo Player also supports a wide variety of Internet media in addition to VRML worlds, including MPEG audio/video, Spatialized Sound, WAV, AVI, AIFF, MIDI, QuickTime, GIF, JPEG, PNG, and animated GIF files.

- VRML: THE FUTURE OF THE WEB -

The best is yet to come for VRML, a language considered by many to still be in its infancy. There's little doubt that VRML is the future of 3D on the Web, but actually getting from here to there has been a bit of a challenge to date. The largest stepping stones thus far have been the absence of a universal VRML viewer and the lack of intuitive and easy-to-use VRML development tools.

Cosmo Software is trying to change the former by making Cosmo Player the universal VRML viewer of choice, but Cosmo Player is likely to have a fight on its hands as Windows 98 is expected to include Intervista's WorldView VRML 2 browser. Regardless of which app eventually wins out, a universal VRML viewer of some form can't be too far away.

Significant headway has also been made in the area of development tools, where Cosmo Software is once again leading the way. Universal adoption of VRML will likely come in small steps, but the first of those steps has already been taken in the form of VRML Web advertising banners. VRML banners have only recently taken off in terms of popularity, but their potential is unlimited. Bill McCloskey of Cosmo Software is one proponent touting VRML for its Web advertising potential: "VRML as a technology provides significant advantages to the advertiser looking to create compelling, eye-catching experiences for their web-based banners and interstitials. Many of these advantages can be summed up by the phrase 'Small is Beautiful.' In a file size of 12 KB or less (typical of a standard static GIF banner) the advertiser can create a fully interactive banner with smooth full-color animation, without having to rely on streaming or sever-based technologies. "With VRML, television-like experiences can be achieved today using today's bandwidth constraints. This translates into higher click-through and increased brand recognition which benefits both sites and advertisers alike."

- COSMO VRML DEVELOPMENT TOOLS -

Cosmo Software's PageFX software, now in beta release, allows developers to add depth, motion, and interactivity to Web graphics. In other words, it fits perfectly with the trend toward VRML banners on the Web. The \$329 PageFX makes it simple to create animated banners with full sound, URL-linking capabilities, complex objects, and smooth motion. And because its vector files describe the objects and motions mathematically as opposed to pixel-by-pixel definitions, the file sizes for the banners are much smaller than would be found in a standard animated banner. Check out WebReference's outstanding VRML for Web Advertising <http://www.webreference.com/3d/lesson42/>

A column for an introductory guide to VRML banners and their potential for use on the Web.

Cosmo Software offers two other VRML development tools for designers wanting to create complete 3D environments for the web. The entry-level HomeSpace Designer allows a developer to easily turn 2D Web sites into 3D VRML HomeSpace sites. Sophisticated graphics file support, intuitive design tools, and extensive animation capabilities combine to help make creating totally VRML-compliant worlds as simple as possible. Best of all, anyone with a standard VRML browser (like Cosmo Player) can visit a VRML world created with the \$139 HomeSpace Designer.

The high-end Cosmo Worlds is a comprehensive interactive 3D Web authoring and publishing application that enables the creation of professional, state-of-the-art, interactive 3D content for the Web. With full support for the Moving Worlds specification in VRML 2.0 and a wide array of powerful tools for creating, optimizing, and publishing complex objects, motions, and animated worlds, the \$999 Cosmo Worlds is the ultimate VRML development tool. All three of the Cosmo Software development tools can be downloaded for free as 30-day evaluation releases.

- SUMMARY -

The best is definitely yet to come for both VRML and the Cosmo line of products. For now, grab a copy of the latest release of Cosmo Player to ensure that you can take full advantage of the VRML banners and logos just now starting to appear on web sites and also to prepare yourself for the 3D environments coming soon to a web site near you.

Want a preview of the possibilities? Check out the interactive game Chomp! <http://www.cosmosoftware.com/galleries/chomp>

after downloading Cosmo Player and get a glimpse of what the future of VRML has to offer.

- Pros: VRML 2.0 is, in a word, awesome; animated 3D worlds; excellent collection of development tools

- Cons: VRML is still in its infancy (limited applications), VRML use on the Web requires a browser plug-in

Taking Another Look!

BELL ATLANTIC TO BUILD LONG-DISTANCE DATA NETWORK

Bell Atlantic Corp. said Monday it will start work next month on a new long-distance data transmission network that it hopes will boost its annual revenues by several billion dollars within the next five years. Bell Atlantic said in a news release it has hired Lucent Technologies Inc. under a \$200 million five-year contract to build and equip the new network, which initially will be concentrated in major metropolitan hubs within its East Coast service area.

AOL TO BUY MIRABILIS FOR \$287 MLN

(Joel Klein, Mr. TrustBuster, Where are you Now.. when we need you?) Or, is Klein & Reno going to wait until AOL controls every aspect of Telcom Networking and then make a deal so the control freaks in favor of federal eavesdropping get their way?

America Online Inc. said Monday it had agreed to acquire the Israel-based company Mirabilis Ltd. for \$287 million. The purchase price could grow to as much as \$120 million depending on Mirabilis's operations over the next three years. Mirabilis developed ICQ technology, which informs Internet users when family, friends and business colleagues are online and enables them to exchange messages in real-time. ICQ also gives users the ability to play games and exchange files. More than 12 million people have registered to use the technology, America Online said.

FCC TO VOTE BY FRIDAY ON INTERNET SUBSIDY FOR SCHOOLS

The FCC has extended until the end of the week a deadline for deciding how much money to raise for a controversial program for subsidizing Internet access for schools, agency officials said Monday. Under a prior order, the Federal Communications Commission was to have decided by Tuesday how much long-distance telephone companies should pay to subsidize Internet connections for schools and libraries. More than 30,000 schools and libraries requested \$2 billion under the program created in the 1996 Telecommunications Act and known as the education rate, or e-rate. But last week, a group of lawmakers opposed to the program turned up the heat on the agency and demanded no money be raised for the second half of the year.

FEAR OF CYBER TERRORISM MORE HYPE THAN REALITY

You jolt awake in the middle of the night with a recurring nightmare. The bad guys have penetrated the Pentagon's computers. They now control the instructions for the U.S. nuclear arsenal and are holding the Western world ransom. Unless their demands are met within 24 hours, destruction will rain down on Washington, New York, Paris and London. Is this just the fevered imagination of juvenile Hollywood script writers? Or are defense planners justified in seeking to spend huge sums to combat a compelling danger? According to experts, you can relax. The threat is more Hollywood than hard fact. Some experts say companies trying to sell the latest security software are exploiting these fears.

NOBEL LAUREATE SAYS TECHNOLOGY MAKES PEOPLE NICER

Contrary to the image of a computer geek hunched in solitude over a screen, new technology will encourage warm social relations, Nobel physics laureate Arno Penzias said Monday. "What defines us is our social relationships. Telecommunications will allow us to maintain

those relationships," Penzias said at the SUPERCOMM annual technology hardware and software trade show. "It will help us to be nicer to each other and to have more fun," said Penzias, who won the Nobel Prize for Physics in 1978 and recently retired as chief scientist at Lucent Technologies Inc.

FDA DESCRIBES 16 REPORTED VIAGRA DEATHS

The Food and Drug Administration said Tuesday it had received 16 reports of men who died after taking the best-selling impotence drug Viagra. The agency stressed there is no evidence Viagra caused any of the deaths - although three of the men received heart drugs known to cause potentially fatal interactions with Viagra.

COMPAQ IN PACTS WITH AOL, DEC, GTE

Compaq Computer Corp. and America Online Inc. have entered into a multiyear agreement to feature AOL on all Presario desktop Internet personal computers and to support AOL members through Compaq's new Easy Access Internet Keyboard, the companies said Tuesday. Under the agreement, buyers of Presario desktop Internet PCs will find an AOL icon displayed on the first screen, the companies said in a statement. Digital Equipment Corp. said Tuesday that its Alta Vista Search site had been selected by Compaq as a default search engine in the new line of Presario desktop PCs. Compaq also said it had entered into a four-year Internet access pact with GTE Corp. to offer dial-up Internet access to all Presario PC users.

3 COMPANIES LAUNCH TELECOMM DO-ALL COMPUTER

Price Waterhouse, Oracle Corp. and Sun Microsystems launched the first fully integrated computer system for running a telecommunications business. "This is the first time within the telecommunications industry that a full portfolio of products and services have been integrated to meet the needs of operators," Mark Dixon, senior practice director at Oracle, told Reuters. The system, known as Compas, is a joint product of the three companies. Oracle provided the computer software for the system, Sun Microsystems created the hardware frame and Price Waterhouse developed an accounting template geared for telecommunications.

SMALL SOFTWARE COMPANY OPENS CRACK IN WINDOWS

It may not seem like much, but developers at a small Seattle software company have found a sliver of computer screen real estate not controlled by giant Microsoft Corp. Executives of the company hope the space, which amounts to less than one-half inch at the bottom of a standard-size screen, provides a wedge that can loosen Microsoft's monopoly over how computer users access applications and content. The control bar gives the user direct access to 54 applications, documents or Internet sites, some of which can be customized.

"FRANK" TALK AT FBI, INDUSTRY ENCRYPTION MEETING

Attorney General Janet Reno and FBI director Louis Freeh discussed encryption policy Tuesday with high-tech industry leaders for two hours but neither side made any new concessions, people familiar with the meeting said. In a meeting held at the office of Democratic Sen. Dianne Feinstein of California, Freeh and Reno told Microsoft Corp. boss Bill Gates and other executives they needed more time to

evaluate a May 8th industry proposal to resolve some of the controversy surrounding computer data scrambling technologies. Industry and law enforcement officials have been at odds over encryption for years, with industry wanting strict U.S. export limits lifted and the FBI favoring stricter controls at home and abroad.

NUMBER OF U.S. HOMES WITH COMPUTERS JUMPED IN '97

The number of U.S. households with at least one personal computer rose by a robust 11.4% last year as lower prices put PCs within the reach of more families, Ziff-Davis Market Intelligence said Tuesday. More than 45 million households, or 44.8% of all homes in the U.S., owned PCs as of January 1998, compared with 40.7% the year before, the market researcher said. As new PC prices slipped less than \$1,000, lower-income households began to buy machines. PC penetration in U.S. homes still ranks behind that of other consumer electronics, such as TV sets and VCRs. But the penetration has been growing steadily.

CYBERSEX NOT SO HOT AFTER ALL, POLL SHOWS

Cybersex, it turns out, is not so steamy after all. In what is being billed as the first major "click-and-tell" poll about online sex, Internet users poured cold water on feverish speculation about their hot-and-heavy, high-tech love lives. "What catches our interest is the scandal -- pedophiles going online, compulsive sex addicts," said Al Cooper, the California sex researcher who wrote the survey. "But we found that the vast majority of people simply use it for recreation, like watching 'Baywatch'." The poll results, posted Tuesday on the MSNBC website (www.msnbc.com), asked people about their "online sexual behavior:" what they look at, who they talk to, and what they get out of it.

IBM TO COMPETE DIRECTLY WITH TI ON DSPS

IBM Corp. said it would compete directly with Texas Instruments Inc. in the digital signal processor market for cellular phones. IBM said in a statement the move is part of a \$100 million investment in initiatives to help fuel its custom microchip business. The investment centers on the addition of more than two dozen chip "cores," including one that provides full compatibility with a Texas Instruments digital signal processor (DSP), IBM said. The core is a component reportedly found in about half the world's cellular phones. Texas Instruments controls roughly 45% of the \$3.13 billion global DSP market.

NETWORK ASSOCIATES TO BUY BRITISH ANTI-VIRUS FIRM

Network Associates Inc. agreed to buy Dr. Solomon's Group Plc, a British maker of anti-virus software, in a stock deal valued at \$640 million. The companies said they plan to bundle their products into the only package on the market incorporating anti-virus, encryption, authentication, firewall, intrusion detection and scanning technology. While Dr. Solomon's is primarily in the anti-virus part of the security business, Network Associates makes an entire "suite" of security products. Computer crime experts say more needs to be done to protect desktop computers, which are increasingly vulnerable to intrusions from hackers and other security lapses.

SOFTWARE GROUP ATTACKS GOVERNMENT PLAN ON SOFTWARE

Government attempts to restrict encryption on the Internet will cost

World Wide Web users \$7.7 billion a year, according to a report released Wednesday by a group of software executives that included Microsoft's Bill Gates. The software executives said the government's proposals for tapping into secret data and placing limits on exports of encryption software are expensive and increasingly irrelevant. Industry and law enforcement officials have been at odds over encryption for years, with the industry wanting strict U.S. export limits lifted and the FBI favoring stricter controls at home and abroad. Gates said it was too late to prevent people from getting access to powerful encryption codes as they are available outside the U.S.

U.S. AGENCY REPORTS 'SUBSTANTIAL' CYBER ATTACKS

The head of a new U.S. cyber law enforcement agency told a Senate panel Wednesday a half dozen substantial attacks had been launched since February against U.S. government computer systems. Michael Vatis, chief of the National Infrastructure Protection Center of the FBI, refused to elaborate, saying pending investigations prevented him. But Vatis did respond to lawmakers when asked how many of the computer attacks he had witnessed since February - when the NIPC was created - were considered "substantial" and separate from routine computer hacker attacks.

U.S. CONCERNED ABOUT JAPAN COMPUTER PURCHASES

The U.S. expressed concern Wednesday that access to Japan's public sector computer market had deteriorated, undermining a 1992 computer and software agreement with Tokyo. The U.S. trade representative cited 1996 data compiled by the industry's Computer Systems Policy Project and released June 5. The CSPP figures showed the foreign share of Japan's public sector market for mid-range and main frame computers fell to 9.3% in 1996, the latest year for which figures are available, from 10.2% in 1995 and 13.7% in 1994. A drop was also reported in the foreign-made personal computer market share to 7.7% from 10.9% in 1996 from 1995, according to CSPP.

YAHOO! MOST POPULAR WEB SITE IN MAY - REPORT

Yahoo! Inc.'s Internet site, the consistent pacesetter for Web traffic, drew in 36% more Web surfers in May than its nearest competitor, according to an industry report. Some 30.6 million individuals traveled last month to www.yahoo.com, where they accessed Yahoo!'s services, which include news, Internet search, and e-mail, Internet research firm RelevantKnowledge Inc. said. Sites operated by online giant America Online Inc. were the second most trafficked, with 22.8 million unique visitors, followed by software company Netscape Communications Corp., with 18.8 million individuals.

NETWORKING INDUSTRY'S GROWTH SEEN IN SHARP SLOWDOWN

The computer networking industry - for years the fastest-growing high-tech business - will expand at its slowest rate ever in 1998 as prices for key types of equipment collapse, a market research firm said. The main culprit for the networking industry's slowdown this year is free-falling prices for Ethernet switches - specialized computers that route information between hundreds of personal computers within a company. Although demand for these devices is at a record, plunging prices will keep sales growth in check, In-Stat said. Other segments continue to show strong growth. In-Stat said sales of

routers - devices used to shuttle information between departmental or corporate networks - will increase 11% in 1998 to \$5.4 billion.

TELECOM EXECS SEE INTERNET, CELL PHONES CONVERGING

Within five years, consumers will routinely surf the Internet from their mobile phones, a panel of wireless communications executives said. "The Internet is going to be a completely different animal than it is today," Matthew Desch, the Northern Telecom president of wireless networks, said. "You will have any time, anywhere IP (internet protocol) access." "Our goal is to put the Internet on wings," said Bo Hedfors, president and CEO of the Boston-based U.S. division of Ericsson. Instead of mobile phones, busy executives will carry "a personal communication box" that will allow them to hold video conference calls and surf the Internet, Hedfors told attendees at Supercomm, an industry trade show in Atlanta.

YEAR 2000 BUG SEEN AS HUGE CHALLENGE TO POWER GRID

All the talk of coaxing computers to clear the Millennium hurdle assumes there will still be electricity to run them. Perhaps not. A Senate hearing Friday led by Sen. Robert Bennett, R-Utah, will listen to a panel of experts explain why the vast North American power grid is also vulnerable to the Year 2000 bug and whether pending computer malfunctions can be overcome. On this point, the experts vary. Some warn of widespread outages when the clock strikes midnight, Jan. 1, 2000, confounding computer chips unable to decipher the date. Others claim steps now being taken by electric utilities, which amass sales of \$230 billion a year, will ensure only minor problems. S

"CHEMICAL COMPUTER" KEY TO FUTURE TECHNOLOGY?

A supercomputer using factory-reject chips and having more than 220,000 defects, each deadly enough to disable any other machine, could be the forerunner of "chemical computers" that are faster, cheaper and more powerful, researchers said Thursday. The Teramac computer could offer engineers a way to build computers chemically - something necessary for innovation in the field to continue, they said in a report published in the journal Science. Teramac's defect tolerance made researchers realize they could theoretically build smaller computers using chemistry. "We believe we can build smaller-sized computer circuits using chemical reactions," said Philip Kuekes, a computer architect at Hewlett-Packard Laboratories in California, who helped build Teramac. Current silicon technology, which uses light to produce chips, has limitations.

AOL TO SETTLE INVESTOR SUIT FOR UP TO \$35 MILLION

America Online said Thursday it would pay up to \$35 million to settle a lawsuit over the aggressive method it used to account for the heavy cost of marketing its online services in 1995 and 1996. AOL said it agreed to pay the money as part of a preliminary settlement with shareholders who owned the stock between Aug. 10, 1995 and Oct. 25, 1996. It said a substantial portion will be covered by insurance. "We're pleased to put behind us this suit regarding events in 1995 and 1996," said George Vradenburg, AOL senior vice president and general counsel. "We believe a lengthy and distracting litigation process is not in the best interests of AOL's members, the company or its shareholders."

Special Notice!! STR Infofile File format for Articles

File Format for STReport

All articles submitted to STReport for publication must be sent in the following format. Please use the format requested. Any files received that do not conform will not be used. The article must be in an importable word processor format for Word 6.0 and/or Word Perfect 7. The margins are .05" left and 1.0" Monospaced fonts are not to be used. Please use proportional fonting only and at Twelve (12) points.

No Indenting on any paragraphs!!
No Indenting of any lines or "special gimmicks"
No underlining!

Columns shall be achieved through the use of tabs only. Or, columns in Word or Word Perfect format. Do NOT, under any circumstances, use the space bar. Most of all: PLEASE! No ASCII "ART"!!

There is no limits as to size, articles may be split into two if lengthy Actual Artwork should be in GIF, PCX, JPG, TIF, BMP, WMF file formats Artwork (pictures, graphs, charts, etc.) should be sent along with the article separately

Please use a single font in an article. TTF Times New Roman 12pt. is preferred. (VERY Strong Hint)

If there are any questions please use either E-Mail or call. On another note: the ASCII version of STReport has reached the "end of the line" As the major Online Services moved away from ASCII, so has STReport. All in the name of progress and improved readability. The amount of reader mail expressing a preference for HTML as opposed to our Adobe PDF enhanced issue is running approximately 11 to 1 over the PDF edition. Cited are size, graphic quality and speed of download.

I'm elated that requests for our issues in HTML far outnumber PDF. So PDF too, like ascii, is gone. HTML is now a reality. On our web download page is a selection for HTML (Read or Download). As you can see, STReport will not be caught in the old, worn out "downward compatibility dodge" we must move forward.

Many grateful thanks in advance for your enthusiastic co-operation and input.

Ralph F. Mariano, Editor
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STReport International Online Magazine

Classics & Gaming Section
Editor Dana P. Jacobson
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> From the Atari Editor's Desk
"*****"

"Saying it like it is!"

Be grateful I didn't let my emotions get the best of me last week while I was writing my editorial! My blood has cooled down from a boil, but the topic still bothers me: video games' violence leads to violent acts by America's youth. Have you ever heard anything so absurd? I read a few articles on the "subject" last week. Some of these recent stupid acts of violence by some "sick" kids is being blamed on video games. When is our society going start accepting responsibility for itself?

I'm so tired of hearing or reading "blame it on..."! God forbid a parent realize they didn't do a terrific job raising their son or daughter. Perish the thought that a child needs help, mental help. Stop making excuses for children.

The human race, supported by history all the way back to the beginning of the bible, is wracked with violence. No matter how much we'd like to think we've "grown" over hundreds of years; no matter how many times we keep telling ourselves that no "rational" person could do such a thing without some form of "irrational influence" - forget it.

People react in different ways, some more violent than others. People control themselves differently; and some not at all. Blaming violent behavior on video games, television, movies, books, rock music, rap music, pictures of naked men/women, ad nauseum is a flight from reality - a failure to accept responsibility for our own behavior.

I'm glad I could get that off my chest! Last week I was ready to editorialize in a more harsher tone; I feel better having cooled off first and thinking more rationally. What a concept.....

Until next time...

A member posted this to my forum...

From: Angela Howe, Delphi's Soap Opera Forum Manager

"The Day The Service Died", Sung to the tune of "American Pie"

A long, long time ago, I can still remember when I dialed up their help desk lines. And I knew if I had the chance, they could make my modem dance with chats and GIFs and silly pick-up lines.

But, Help Desk phone calls made me shiver with every busy they'd deliver.

Bad news on the front page, A 19-hour outrage.

I can't remember if I cried when I realized that Steve Case had lied.

But something touched me deep inside, The day, the ser-vice died.

So, Bye-Bye to Amer'ca Online, Drove my modem to a domain and it's working just fine. And good old geeks are cheering users offline. Saying this'll be the day that they die. This'll be the day that they die.

Did you write the book of TOS, Will you send your password to PWD-BOSS
if an IM tells you so.

And will you believe the Motley Fool when he tells you that the service
rules, And, can you teach me how to web real slow?

Well, I know you sold the service short, 'Cause I saw your quarterly
report.

Steve Case sold off his stock, It fell just like a rock.

It was a crazy, costly high-tech play, as they slashed away at what
subscribers pay, And half their users went away, the day the service
died.

So, Bye-Bye to Amer'ca Online, Drove my modem to a domain and it's
working just fine. And good old geeks are cheering users offline. Saying
this'll be the day that they die. This'll be the day that they die.

Well for two days we've been on our own And dial-ins click on a rolling
phone But that's not how it used to be, When the mogul came to Virginia
court, With an OS icon and a browser port, And a desktop that looked
like Apple III.

And while Jim Clark was looking down, The mogul stole his thorny crown,
The browser war was turned, Mozilla,... was spurned.

And while Steve left users out to bond, With hosts unable to respond,
6 million newbies all were conned, The day the service died.

So, Bye-Bye to Amer'ca Online, Drove my modem to a domain and it's
working just fine. And good old geeks are cheering users offline. Saying
this'll be the day that they die. This'll be the day that they die.

Da Chronic ducked their software guards, And stole a million credit
cards, to use accounts he'd gotten free.

And so Steve Case went to the FBI, and he told Boardwatch* a little
lie, That hackers wanted child pornography * But while Steve Case was
looking down, The hackers pulled his e-mail down, They put it on the
net, He can't be trusted, yet!

And while user cynicism climbs, At sign-on ads and welcome rhymes, they
scan their e-mail for, "Good Times," The day the ser-vice died.

So, Bye-Bye to Amer'ca Online, Drove my modem to a domain and it's
working just fine. And good old geeks are cheering users offline. Saying
this'll be the day that they die. This'll be the day that they die.

Helter-skelter billing needs a melter, The lawyers filed a class-action
shelter, Eight million in lawyer's fees.

But it looks like some attorney jibe, an hour if they resubscribe, To a
service marketed for free. Well, I know you're raking in the bucks,
'Cause I'm reading alt.aol-sucks.

"Until we bless the suit, The settlement is moot."

"If AOL treats you like the Borg, Then visit aolsucks.org, Before some

router pulls the cord,..." The day the ser-vice died.

So, Bye-Bye to Amer'ca Online, Drove my modem to a domain and it's working just fine. And good old geeks are cheering users offline. Saying this'll be the day that they die. This'll be the day that they die.

Bill Razzouk, the head-to-be, sold off his home in Tennessee, And headed for a 4-month end.

Was he sad or just incensed when Case offered him his thirty cents. Billing is the devil's only friend. But as I read him on the page, My hands were clenched in fists of rage, No, "Welcome" born in hell, could ring that chatroom bell.

And as chat freaks cried into the night, CompuServe read their last rites. I saw Earthlink laughing with delight, The day the ser-vice died.

So, Bye-Bye to Amer'ca Online, Drove my modem to a domain and it's working just fine. And good old geeks are cheering users offline. Saying this'll be the day that they die. This'll be the day that they die.

I met a girl in Lobby 9, And I asked her if she'd stay online, But she just frowned and looked away,

And I went back to the Member Lounge, To see what loyalty I could scrounge. But Room Host said the members went away,...

And on the net the modems screamed, At faster bits and data streams. And not a tear was spoken, The hourly fees were broken,

And the three men that I hated most: Ted, and Steve, and Razzouk's ghost, They couldn't dial up the host, The day the ser-vice died.

So, Bye-Bye to Amer'ca Online, Drove my modem to a domain and it's working just fine. And good old geeks are cheering users offline. Saying this'll be the day that they die. This'll be the day that they die.

Angela - Delphi's Soap Opera Forum Manager
The place to watch after you watch!

>In This Week's Gaming Section - Game Dealer(TM) Online! "Quest 64"!
"X-Men vs. StreetFighter"!
N64 Price Drop!

>Industry News STR Game Console NewsFile - The Latest Gaming News!
"

Nintendo Follows Sony Price Cut

Jun 4, 1998 (MULTIMEDIA WIRE, Vol. 5, No. 107) -- Nintendo's decision two days ago to drop the price of the N64 to \$129.99 was in response to Sony's move to do the same with PlayStation, George Harrison, Nintendo's VP marketing, tells MMWire.

The move was "not something we had planned," he says. "We'll be competitive and act as quickly as we can [in response to competitive moves]." Sony was telling retailers about its desired PlayStation price drop at E3, and the retailers told Nintendo, Harrison says. Sony did not respond to calls by press time yesterday.

Among retailers, Best Buy and Electronics Boutique have both put the price cut into action.

Game Dealer(TM) Launches Online Superstore to Game Enthusiasts

NEW YORK, June 5 /PRNewswire/ -- Game Dealer (www.gamedealer.com), the Internet's game superstore, is open for business. Providing computer and video game shoppers with more features than any other Internet store, Game Dealer is quickly becoming the location of choice for game enthusiasts, parents, and gift-givers to purchase game software, consoles and accessories directly from their computer.

Game Dealer is a dynamic online store that provides thousands of games and accessories for Windows, Macintosh, PlayStation, Nintendo and Sega. Game Dealer provides complete online transaction capabilities, including instant Secure Socket Layer ordering with all major credit cards and shipment via major shipping carriers for as low as \$4 per delivery. Other features include detailed information on each product, anonymous shopping, express check out for registered customers, and powerful customized search capabilities.

Game Dealer customers receive order and shipping confirmations via email providing payment receipts and delivery verification for every purchase. Because Game Dealer is electronically linked to an extensive internal distribution center, most orders are shipped the same day they are placed.

"The foundation of Game Dealer's success is offering an online game shopping experience that exceeds our customers' expectations, providing an easily searchable storefront backed by great prices, inexpensive prompt shipping and top-notch customer service," said Marc Daniels, Vice President of Store Operations. "We're not like some other shopping sites that make it difficult for their customer to find their 800 number. We want people to call us if they need to, and we have a toll free 800 number backed up by a call center with a knowledgeable live customer service representative, not a machine. We take great pride in our customer service."

THQ Journeys Into Magical, Mystical Land of Role Playing

THQ Inc. is venturing into an extraordinary new world with the delivery of "Quest 64," the first RPG adventure for the Nintendo 64.

THQ has shipped the epic game, developed by Imagineer Co. Ltd. of Japan, to retailers across North America.

Featuring breathtaking graphics, "Quest 64" casts players into the

role of Brian, a young Spirit Tamer who must find his father, Lord Bartholomy, who has mysteriously disappeared while trying to recover Eletale's Book, the holy book of magic, and save the Kingdom of Celtland before it falls into eternal darkness.

"After a long wait, Nintendo 64 fans of Role Playing Games will finally be able to get their hands on one of the most anticipated titles of the year," said Michael Haller, senior vice president, THQ. "'Quest 64' challenges players of all ages to master a massive, fully explorable 3-D world full of unthinkable monsters, intriguing characters and fantastic landscapes."

Beginning June 15, THQ will air a nationwide television and cable advertising campaign on networks including Nickelodeon, NBC, ABC, Fox, MTV, USA, Cartoon Network and the Warner Bros. channel.

In "Quest 64," players set out on their quest, speaking to friends, strangers, leaders and countrymen. As they explore the countryside, they must discover important clues by talking to as many people as they can. Many of the characters have vital information, others will provide items that can be added to each player's inventory.

Players must uncover useful articles such as food, mystical trinkets and powerful magic potions throughout their journey. These items can revive players, be used in battle or help transport them to faraway places.

This beautiful 3-D world, consisting of seven cities and abundant locations from seacoast villages to mountain forests, gives enthusiasts a multitude of areas to explore. Featuring towns, buildings and castles full of rooms and passageways, the world of "Quest 64" is sometimes even dangerous. Players don't know what they may find. The on-screen compass may come in handy when maneuvering throughout the game.

As Brian, an apprentice practitioner of the ancient art of Spirit Taming, players must learn to become a master of the Magic Arts in order to save Celtland from all evil. To do this, they test their skills and train through a series of trials and battles against unforgiving monsters, summoning the spirits of Earth, Fire, Water and Wind. More than 50 spells are available. Spell-casting powers increase as players collect more elements, using magic and winning battles.

Fire spells engulf the enemy in an inferno. Earth spells draw from the Earth spirit to unleash the powers of stone. Wind spells lash out with the power of a deadly storm. Water spells sustain life and repair damage or inflict grave injury and icy devastation.

During battle, players use their magic, as well as their Staff to attack. All combat is turn-based, alternating between the gamer and the monsters. If the battle is too intense, players can heal themselves with healing spells, food or potions. They can also escape by running away. But engaging in more battles increases strength, defense and agility.

"Quest 64" is available at all major retail outlets in North America for a suggested retail price of \$59.95. The official strategy guide is also available from Prima Publishing. Additionally, the game is compatible with the Nintendo Controller Pak.

X-Men vs. Street Fighter - Capcom's Latest Head-to-Head Fighter

SUNNYVALE, CALIF. (June 11) BUSINESS WIRE - June 11, 1998 - A collision of two great universes has erupted today as Capcom's latest fighter X-Men vs. Street Fighter(TM) is now available for the PlayStation game console.

Based on the mega-popular arcade blockbuster of the same name, X-Men vs. Street Fighter is the latest head-to-head fighter from the company that defined the fighting game genre. In X-Men vs. Street Fighter, players can choose from 17 of their favorite characters from both Marvel's X-Men and Capcom's Street Fighter universes. Bringing the worlds of comic books and video games together, Capcom and Marvel Comics fuse together the world's most recognizable and popular characters in this head-to-head, fighting game for one or two players. X-Men vs. Street Fighter will sell at a suggested retail price of \$49.99.

Designed using Capcom's famed and fluid 2D animation, X-Men vs. Street Fighter delivers fighting game fans the ultimate in incredible comic book action. Unique to the Sony PlayStation version is the EX Combo System, as seen in Capcom's Street Fighter EX Plus Alpha. The EX Combo System allows players to link together a series of super moves to create massive and original super combos to finish off their opponents in a fast and furious manner.

There are 17 playable characters to choose from which include 8 mutants from the X-Men universe: Cyclops, Rogue, Wolverine, Storm, Juggernaut, Magneto, Sabretooth and Gambit. The 9 Street Fighters include: Cammy, Ken, Ryu, Chun-Li, Akuma, M. Bison, Dhalsim, Zangief and Charlie. X-Men vs. Street Fighter marks the return of the incredibly popular character, Cammy, unseen since Super Street Fighter II and marks the first video game appearance ever, of Marvel's Gambit, Rogue, and Sabretooth.

Xmen vs. Street Fighter is a featured title in Capcom's Fighters Edge frequent-buyers program. Consumers are awarded points with each fighting game purchase. Fighters Edge points are redeemable for a wide variety of quality merchandise ranging from baseball hats to mountain bikes. Complete details on the program can be found at www.fightersedge.com.

ONLINE WEEKLY STReport OnLine

The wires are a hummin'!

PEOPLE... ARE TALKING

Compiled by Joe Mirando
jmirando@streport.com

Hidi ho friends and neighbors. Well, things have returned to some semblance of normalcy and I again have time to think the deep thoughts

that you are used to hearing from me...

Okay, okay. So maybe they're not really deep thoughts. More like Deep Thought-mania... not really deep thoughts, but an incredible simulation. At any rate, I feel much more like my old self, and stand ready to let loose with my opinions. Like my thoughts on the differences between our Atari ST-series computers and the common, run-of-the-mill PCs. I've got sad news for you... the ST series just doesn't compete in today's market. 400 Megahertz Pentium II's with oodles of RAM, colors, and hard drive space leave our poor old Atari machines in the dust. Sad but true.

As with people, though, there is much more to the equation than simply size and speed. There is also familiarity, compatibility, appropriateness, and trust. While there are some former Atari users who continually whine about the way their ST used to treat them, it is more likely the case that they simply hadn't a clue as to what they were doing. Most of these folks moved on to the Microsoft arena and found almost immediate kinship, since most of the users of that platform are not hobbyists and use their computers simply as tools, and simply took it as a fact of life that 'crashes happen'.

While 'appropriateness' is a rather shaky term to apply to the computer world, if you think about it, either your computer does what you want or need it to do, or it doesn't. If it doesn't then you should march right out and get a new one. My computers are all able to do what I need them to do, so they are appropriate for me to use. Could I do the same things I do now with a new wiz-bang Pentium II? Sure. But I find it a waste of money to go out and buy a machine that will do more than I need when I seldom have the time to test my current machines to their true limits.

That I mentioned 'trust' might seem a bit strange, but consider the fact that we don't have to worry about Active-X on the Atari platform. Not only does Active-X provide amazing capabilities, it also allows for the possibility of someone accessing your information remotely without your knowledge. The likelihood is small, but it is there. I wouldn't 'trust' a computer with Active-X technology.

Some of you may know that I've been upgrading a '486 computer for a relative so that she can access the internet. One of the main reasons I took on this project was to test the machine against my TT. I was pleasantly surprised to find that the TT outdoes the 486 in all areas except for the number of colors it can display... and even that was only after extensive and expensive add-ons. Sure, the 486 is not a state-of-the-art computer, and hasn't been for quite a number of years. But that's not the point of my test. They are running at about the same speed (32 MHz for the TT, and 33 MHz for the 486), they are both running a 32 bit operating system (MagiC on the TT, and WIN95 on the 486), and both used the same modem, phone line, and ISP for this informal test. The only real difference is the software that they were using to access the internet. The TT ran CAB, and the 486 ran Microsoft Internet Explorer. While CAB was designed to be used on all Atari 16/32 bit computers with an eye to memory conservation, Explorer was designed to take advantage of all the bells and whistles available on newer PCs. While Explorer will run on a slow 486, it's much happier with a fast Pentium or Pentium II. And that's okay... unless you happen to have an older machine. What does this prove? Absolutely nothing. If your current machine works for you, use it. If it doesn't, decide what you need a new computer to do and go out and get one.

Well, that's enough for now. Let's take a look at what's being said on the UseNet.

From the comp.sys.atari.st NewsGroup
=====

Austin Walshe asks about the serial port speeds for his TT:

"I am currently trying to use Sting with CAB etc. and Daconis Web on my TT. I am able to use both approaches to internet connectivity ok at 19200 bps but have been unsuccessful using modem port 2 at 33600 bps. It connects ok but no data is received. I have used HSMODEM 7. Can any one help with the correct configuration of HSMODEM if this is the problem. Are there any complete English docs?"

Martin-Eric Racine tells Austin:

"With STinG, you need HS-Modem and Serial.CPX (included with STinG) to correctly set your Modem2 port for 38400 bauds throughput. With MiNT, only HS-Modem is needed, because MiNTnet sets the modem speed."

Roger Cain adds:

"I think the problem is that Modem 2 does not have standard speeds so the modem will not recognise the faster ones. I have been trying to find the docs. but they have gone missing for the moment!

If you have the prog. TOSPORTS (I think) or any of these diagnostic programs (Profile, Sysinfo etc.) you can find out what speeds are supported and compare them with the spec. of your modem. I think you will find no matches above 38k8.

I have connected via the Serial 2. This has standard speeds and I find that running a DTE of 115k2 with a DCE of 28k8 is both fast and stable. If you do this you will, of course, need to use SCC.PRg in the HSMODEM set-up."

Peter Rottengatter tells Austin:

"Modem 2 cannot be set to 33600 bps. Use 57600 bps instead."

See that? Short, simple, and to the point. Meanwhile, Martin-Eric tells Peter:

"38400 is the maximum on Modem 2. 57600 is not available on a TT Modem 2."

Peter replies:

"Ah, that's the crap port, which does 76800 bps instead?"

Martin-Eric replies:

"Modem-2 speeds:

TT: 19200, 38400, 76800, 153600.
MEGA-STe/Falcon: 19200, 38400, 57600, 115200, 230400.

Yes, the TT has oddball speeds based on multiples of 19200, because it was Atari's first attempt at new technologies such as the SCC, so a lot of features are "best guess".

However, the SCC can be clocked at 14 MHz, like the Hades, and this modification is recognized by HS-Modem automatically. The result is an increased speed limit, up to 921600 theoretical.

This simple modification is described on "The TT030 Homepage"
...<http://www.megacom.net/~q-funk/TT030>"

Kent Johansson asks:

"Somewhere ago I read somewhere on the web that Toad had some MegaSTE motherboards in stock available at a rather fair price. As Toad has stopped selling Atari related items I wonder where one may get hold of such a card nowadays, and how much they would cost.

Any hints? I'd rather build myself a MSTe in a tower than a PC."

Charlie Wood tells Kent:

"Here's the web address of Keith Scroggins who bought the remaining stock from Toad. I just bought some items from him and he mentioned that he had some STE motherboards in stock."

Dave Gostl asks for help with his Falcon and a SyQuest EZ Drive:

"I'm having problems with my Falcon's int IDE drive. I've decided to just replace it. But all of a sudden I can't use the EZ135 SCSI drive. It spins up and down and ejects no problem. The green LED turns yellow for a sec at bootup, also normal. HDDriver 4.61 doesn't recognise it anymore. Can this be related to the IDE's impending failure? Or could it be a HDDriver problem? I didn't mess with HDDriver's setup before this happened."

Michael Grove tells Dave:

"I have sorta the same problem. I think it has something to do with the Hard Disk Cartridge itself. Some of mine are recognized as an EZ 135 cart, and others as an SH Megaflo disk. I have reformatted them on every Atari possible, on a PC and Mac as well. On the alien machines, they are recognized properly, but once repartitioned with HD Driver (or any other driver for that matter) they assume the identity of an SH drive. I have used ICD Pro, SCSI Tool and AHDI too. At one time, I thought that because I had formatted and partitioned some with the IDE EZ in my Falcon, caused a bug when used in a SCSI EZ drive. All I can say is you're not alone."

Dave tells Michael:

"On mine I don't think it's the carts themselves. The whole drive seems to be non-existent. The carts were partitioned with Diamond Edge, all in the same manner as 1 big partition each.

I didn't know there was an IDE version. Is it slower or faster than the SCSI?"

Charles Silver tells both Dave and Michael:

"I don't understand this at all. I've been using a SCSI EZ drive for years with my Falcon. It has 4 equal partitions using AHDI. I used PC Carts then formatted'em with AHDI, no problems. Of course, my internal IDE works fine, so maybe that's the answer. I don't boot from my EZ drive. Something very basic is going wrong for you."

"pfloyd" (nah, it couldn't be <grin>) asks a very good question about ownership:

"Just wondering who now owns the rights to TOS and GEM? I know TOS was Atari and GEM was DRI, but now that both companies are out of existance, who owns the copyrights?"

Nicholas Bales tells pfloyd:

"Hasbro owns all the Atari rights and intellectual property (and Caldera all the DRI stuff?)"

Jo Vandeweighe adds:

"Hasbro owns all the Atari rights and intellectual property... Excepting the TT030 hardware !"

pfloyd asks Jo:

"who owns the rights to the TT030???"

Nicholas Bales tells pfloyd:

"Well, Hasbro probzbly does own it. It was just not listed in the sales act. I think it was implicately included with the ST and Falcon stuff. I see no reason why it would be separated from the rest."

Eric Hayes posts this about some of the important settings for STiK, STinG, and even Windows95:

"Earlier we had a discussion about setting MTU and other settings for STinG, and someone said he wished things were as easy as they were with Windows, and a bunch of people pointed out that Windows has problems with these setting too, only most people never know they can mess with those. Well, today CNN Online has a long article about just this, including this juicy quote "Naturally, I'm going to point my finger at Microsoft. The computer giant obviously wasn't paying attention when it set the MTU default to 1500 in the Windows 95 Registry. Lower that number to 576, and your throughput will increase substantially."

The full article is available at:

<http://www.cnn.com/TECH/computing/9805/26/net.access.idg/>

and a site the author recommended as having good information about MTU and appropriate MTU setings is www.sns-access.com/~netpro/maxmtu.htm

Charles Silver tells Eric:

"Hoo-Ray for PC'ers, they've discovered MTU for Windoze <g>. There's nothing noted in those Web sites that hasn't been discussed here over the past few years for STiK/STinG users. If you really want to "step in a bowl of jello" read RFC 879 :) Those PC'ers think they have discovered something new, not so. It seems some are selling "Tweaker's"

to users for money!

Bottomline: you can easily test this for yourself.

With MTU = 576, try this setup:

```
MSS = 536 [mss-40]
RCV_WND = 2144 [mss x 4]
```

Then compare with MTU = 1500

```
MSS = 1460 [mss-40]
RCV_WND = 2920 [mss x 2]
```

You can experiment with a larger RCV_WND as a multiple of MSS. If you read RFC 879 you'll see that these settings depend on a lot of odd factors over which you have no control. So surf a bit to your favorite sites and see what happens. This is what I've euphemistically called "Optimizing" STinG. With most ISP's here in the USA I've tried lately, MTU = 1500 works better (faster downloads) with most of the URL's with CAB. But for some, I'm sure the MTU = 576 will work fine, maybe better. But not 2x or 3x, if you use the matching (MSS, RCV_WND) as shown above. Ahhh, I used MTU = 576 when I first started Surf'in with CAB/STiK, but moved on with some better settings for my ISP."

Dennis Bishop asks for help with re-sizing JPEG pictures:

"Is there anyway to take a jpg and make it smaller in display area?

I've set up my page, but have been unable to put more than one jpg of a photo on it, I'd like to display some smaller ones to let the User pick them to order.

my page is at: www.freeyellow.com/members4/hobbyman"

Neil Roughley tells Dennis:

"Go to <http://www.esc.de/homes/guivol/jpeg-bin/> and download jpg6btos.zip, the TOS binaries of The Independent JPEG Group's software. Within the archive are TTP-based JPEG utilities.

To scale a JPEG, run djpeg.ttp with the command line:

```
-scale 1/8 filein.jpg fileout.ppm
```

This will create a scaled version in ppm (pbmplus color) format. Now take fileout.ppm and run cjpeg.ttp with the command line:

```
fileout.ppm fileout.jpg
```

This will convert the scaled ppm graphic back into a JPEG, which can now be used in your HTML as a thumbnail to the full graphic. Scaling can also be defined using 1/1, 1/2 and 1/4. All this is the bare minimum you need to do (read the docs for full usage)."

Andy Mellor asks about "Year 2000 Compliance" problems:

"Any info on Year 2000 compliance/non-compliance out there? We're still using a few STs as dumb terminals."

Nicholas Bales tells Andy:

"The Year 2000 issue on the Atari is software related, so it all depends on the software you are using, since STs didn't have a real time clock anyway.

There shouldn't be any problems with terminal software, but if there is, change the software!"

"nbriscoombe" tells Andy and Nick:

"ST's have clocks all right, in the keyboard manager chip. but they are volatile. but you can get clock cards; plus there is a simple mod you can make with a 7400 and a rechargable battery to your keyboard (but some games re-set this timer so its to so robust as a cartiridge/scsi adapter clock). there were non volatile clocks in the MSTe and falcon. Calls to get time date from any version of tos is fine into 2038 (or similar). Of course this doesn't mean all software is compliant, a year repretend as two digits can still give problems with > & < comparisons if the programmer didn't think to check if the date is < 85 first."

Well folks, that's it for this time around. Tune in again next week, same time, same station, and be ready to listen to what they are saying when...

PEOPLE ARE TALKING

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